Applicant: Mark L. Yoseloff.

Serial No.: 09/405,921 Filed September 24, 1999 Docket No.: 307.026US1 PA0368.ap.US

Examiner: S. Ashburn Group Art Unit: 3713

Title: VIDEO GAMING APPARATUS FOR WAGERING WITH

UNIVERSAL COMPUTERIZED CONTROLLER AND I/O INTERFACE FOR UNIQUE ARCHITECTURE

[a]an interface assembly comprising one or more user interface devices; and an I/O interface adapter configured to communicatively couple the interface assembly to the communication port.

- 2. (AMENDED) The computerized wagering game apparatus of claim 1 wherein the game controller is an IBM PC-compatible computer system.
- 3. The computerized gaming apparatus of claim 1 wherein the communication port is selected from the group consisting of a PC serial port, PC parallel port, and a USB port.
- 4. The computerized wagering game apparatus of claim 1 wherein at least one of the user interface devices are selected from the group consisting of buttons, slot machine arms, touch screen coordinates and joy sticks.
- 5. The computerized wagering game apparatus of claim 1 wherein at least one of the user interface devices comprises a credit management device.
- 6. The computerized wagering game apparatus of claim 5 wherein the credit management device is selected from the group consisting of coin acceptors, coin recognition systems, currency acceptors, currency recognition systems, credit card readers, and smart card readers.
- 7. The computerized wagering game apparatus of claim 1 wherein at least one of the user interface devices comprises a security device.
- 8. The computerized wagering game apparatus of claim 7 wherein at least one of the security devices is selected from the group consisting of tilt switches, device integrity switches, and spurious electrical discharge detectors.

Applicant: Mark L. Yoseloff.

Serial No.: 09/405,921 Filed September 24, 1999 Docket No.: 307.026US1 PA0368.ap.US

Examiner: S. Ashburn Group Art Unit: 3713

Title: VIDEO GAMING APPARATUS FOR WAGERING WITH

UNIVERSAL COMPUTERIZED CONTROLLER AND I/O INTERFACE FOR UNIQUE ARCHITECTURE

9. (AMENDED) A method for reconfiguring a computerized wagering game apparatus having a harness for associating <u>a</u> computerized game controller with output devices in the apparatus, the method comprising:

- a) removing an original special-purpose computerized game controller used to control a computerized wagering game from the apparatus, the original computerized game controller designed to and capable of working exclusively with a particular computerized wagering game apparatus;
- b) inserting a universal computerized game controller operable to control a video wagering game and/or slot wagering game that can be played on the video and/or slot wagering game apparatus and an I/O interface that operatively couples the universal computerized game controller to user interface devices of the wagering game apparatus; and
- c) sending signals from the computerized game controller through the I/O <u>interface</u> and harness to confirm proper communication between the computerized game controller and the user interface devices.
- 10. (AMENDED) The method of claim 9 wherein after said sending signals, the video <u>and/or slot</u> gaming apparatus enables a video <u>and/or slot</u> display device associated with the video <u>and/or slot</u> wagering game apparatus to provide a visual representation of a signal provided by the computerized game controller such that the video <u>and/or slot</u> display device displays at least one visual image selected from the group consisting of a) computerized wagering game status information and b) symbol elements that change with the play of the wagering game.
- 11. The method of claim 9, wherein the universal computerized game apparatus is an IBM PC-compatible computer system.
- 12. The method of claim 9, wherein the I/O interface is operatively coupled to a communication port selected from the group consisting of a PC serial port, a PC parallel port, and a USB port.
- 13. The method of claim 9, wherein at least one of the user interface devices is selected from the group consisting of buttons, slot machine arms, touch screen coordinates and joy sticks.

Applicant: Mark L. Yoseloff.

Serial No.: 09/405,921 Filed September 24, 1999 Docket No.: 307.026US1 PA0368.ap.US

Examiner: S. Ashburn Group Art Unit: 3713

Title: VIDEO GAMING APPARATUS FOR WAGERING WITH

UNIVERSAL COMPUTERIZED CONTROLLER AND I/O INTERFACE FOR UNIQUE ARCHITECTURE

14. The method of claim 9, wherein at least one of the user interface devices comprises a credit management device.

- 15. The method of claim 14, wherein the credit management device is selected from the group consisting of coin acceptors, coin recognition systems, currency acceptors, currency recognition systems, credit card readers, and smart card readers.
- 16. The method of claim 9, wherein at least one of the user interface devices comprises a security device.
- 17. The method of claim 16, wherein at least one of the security devices is selected from the group consisting of tilt switches, device integrity switches, and spurious electrical discharge detectors.
- 18. (AMENDED) An interface adapter configured to operatively couple an interface assembly to a communication port operatively coupled to a computerized [video] wagering game controller comprising nonvolatile storage with instructions stored thereon, the instructions when executed operable to cause the computer to execute a [video] wagering game controlled via the user interface assembly.
- 19. (AMENDED) A computerized wagering game apparatus, comprising:
 - a universal computerized game controller operable to control a computerized wagering game;
- a video <u>and/or slot</u> display device providing a visual representation of a signal provided by the
 - universal computerized game controller such that the video <u>and/or slot</u> display device displays at least one visual image selected from the group consisting of
 - a) computerized wagering game status information and

Applicant: Mark L. Yoseloff.

Docket No.: 307.026US1 PA0368.ap.US

Serial No.: 09/405,921

Examiner: S. Ashburn Group Art Unit: 3713

Filed September 24, 1999

Title: VIDEO GAMING APPARATUS FOR WAGERING WITH

UNIVERSAL COMPUTERIZED CONTROLLER AND I/O INTERFACE FOR UNIQUE ARCHITECTURE

b) symbol elements that change with the play of the

wagering game;

a communication port communicatively coupled to the computerized game controller;

a interface assembly comprising one or more user interface devices; and

an I/O interface adapter configured to communicatively couple the interface assembly to the communication port.

20. The device of claim 1 wherein the computerized game comprises an embedded mother board.

21. The method of claim 9 wherein the universal computerized game controller is an embedded mother board.

22. (AMENDED) A universal video and/or slot wagering gaming controller comprising:

a pin connector for attachment to a video and/or slot wagering gaming apparatus;

a connector to a circuit board;

the circuit board having controls for peripherals in the gaming apparatus which can be executed by a computer; and

the circuit board having a port to connect the controls for peripherals to a computer within the gaming apparatus.

23. The universal gaming controller of claim 22 wherein the peripherals include at least one function selected from the group consisting of button controls, coin acceptors, touch screen coordinates, credit managers, currency acceptors, operating system, security devices, game operating code and a store of images.

24. The universal gaming controller of claim 22 wherein the port is connected to a computer to execute the controls for peripherals.

Applicant: Mark L. Yoseloff.

Docket No.: 307.026US1 PA0368.ap.US

Serial No.: 09/405,921 Filed September 24, 1999 Examiner: S. Ashburn Group Art Unit: 3713

Title: VIDEO GAMING APPARATUS FOR WAGERING WITH

UNIVERSAL COMPUTERIZED CONTROLLER AND I/O INTERFACE FOR UNIQUE ARCHITECTURE

25. The universal gaming controller of claim 23 wherein the port is connected to a computer to execute the controls for peripherals.

26. The universal gaming controller of claim 22 wherein the gaming apparatus is a video gaming apparatus.

PLEASE ADD THE FOLLOWING NEW CLAIMS:

7. A computerized wagering game apparatus, comprising:

a computerized game controller operable to control a computerized wagering game, the controller including at least a random number generator to randomly determine outcomes;

a video display device providing a visual representation of a signal provided by the computerized game controller such that the video display device displays at least one visual image selected from the group consisting of

- c) computerized wagering game status information and
- d) symbol elements that change with the play of the wagering game; a communication port communicatively coupled to the computerized game controller; an interface assembly comprising one or more user interface devices; and an I/O interface adapter configured to communicatively couple the interface assembly to the communication port.
- 28. An interface adapter configured to operatively couple an interface assembly to a communication port which is in turn operatively coupled to a computerized video and/or slot wagering game controller comprising nonvolatile storage with instructions stored thereon, the instructions when executed operable to cause the computer to execute a wagering game, including at least a random number generator to determine random outcomes, the wagering game controlled by the wagering game controller via the user interface assembly.
- 29. A method for reconfiguring a computerized wagering game apparatus having a harness for associating computerized game controller with output devices in the apparatus, the method comprising:

Applicant: Mark L. Yoseloff.

Docket No.: 307.026US1 PA0368.ap.US

Serial No.: 09/405,921 Filed September 24, 1999 Examiner: S. Ashburn Group Art Unit: 3713

VIDEO GAMING APPARATUS FOR WAGERING WITH

UNIVERSAL COMPUTERIZED CONTROLLER AND I/O INTERFACE FOR UNIQUE ARCHITECTURE

a) removing an original special-purpose computerized game controller used to control a computerized wagering game from the apparatus, the original computerized game controller designed to and capable of working exclusively with a particular computerized wagering game apparatus, while leaving peripheral devices within the computerized wagering game apparatus;

b) inserting a universal computerized game controller operable to control a video and/or slot wagering game that can be played on the video and/or slot wagering game apparatus and an I/O interface that operatively couples the universal computerized game controller to user interface devices of the wagering game apparatus, the universal computerized game controller comprising at least a random number generator; and

c) sending signals from the computerized game controller through the I/O interface and harness to confirm proper communication between the computerized game controller and the user interface devices.

30. The method of claim 29 wherein the peripherals includes at least one peripheral selected from the group consisting of button controls, coin acceptors, touch screen coordinates, credit managers, currency acceptors, operating system, security devices, game operating code and a store of images.

31. A computerized wagering game apparatus, comprising:

a computerized game controller operable to control a computerized wagering game, the controller including at least a random number generator to randomly determine outcomes and a pay table identifying payouts based upon the occurrence of random events;

a video and/or slot display device providing a visual representation of a signal provided by the computerized game controller such that the display device displays at least one visual image selected from the group consisting of

- a) computerized wagering game status information and
- b) symbol elements that change with the play of the wagering game;
- a communication port communicatively coupled to the computerized game controller; a interface assembly comprising one or more user interface devices; and



Applicant: Mark L. Yoseloff. Serial No.: 09/405,921 Docket No.: 307.026US1 PA0368.ap.US

Examiner: S. Ashburn

Filed September 24, 1999

Group Art Unit: 3713

Title: VIDEO GAMING APPARATUS FOR WAGERING WITH

UNIVERSAL COMPUTERIZED CONTROLLER AND I/O INTERFACE FOR UNIQUE ARCHITECTURE

an I/O interface configured to communicatively couple the interface assembly to the communication port.

32. An interface adapter configured to operatively couple an interface assembly to a communication port operatively coupled to a computerized video and/or slot wagering game controller comprising nonvolatile storage with instructions stored thereon, the instructions when executed operable to cause the computer to execute a video and/or slot wagering game, including at least a random number generator to determine random outcomes, controlled via the user interface assembly and a pay table to define payouts for a random event.

33. A computerized wagering game apparatus, comprising:

a computerized game controller operable to control a computerized wagering game;

a video display and/or slot display device providing a visual representation of a signal provided by the computerized game controller such that the video display device displays at least one visual image selected from the group consisting of

- a) computerized wagering game status information and
- b) symbol elements that change with the play of the wagering game; a communication port communicatively coupled to the computerized game controller; an interface assembly comprising one or more user interface devices; and an I/O interface adapter configured to communicatively couple the interface assembly to the communication port and only convert signals.

COMMENTS REGARDING THE AMENDMENTS

The above amendments were made in an effort to more clearly define the present invention and to respond to issues raised in the Office Action. Antecedent basis for the terms "interface adapter" (e.g., the connecting system) can be found on page 12, lines 16-17. Antecedent basis for the "slot" alternative to pure video wagering games may be found generally in the specification and, for example, on page 24, lines 5, 7, 14 and 19.

